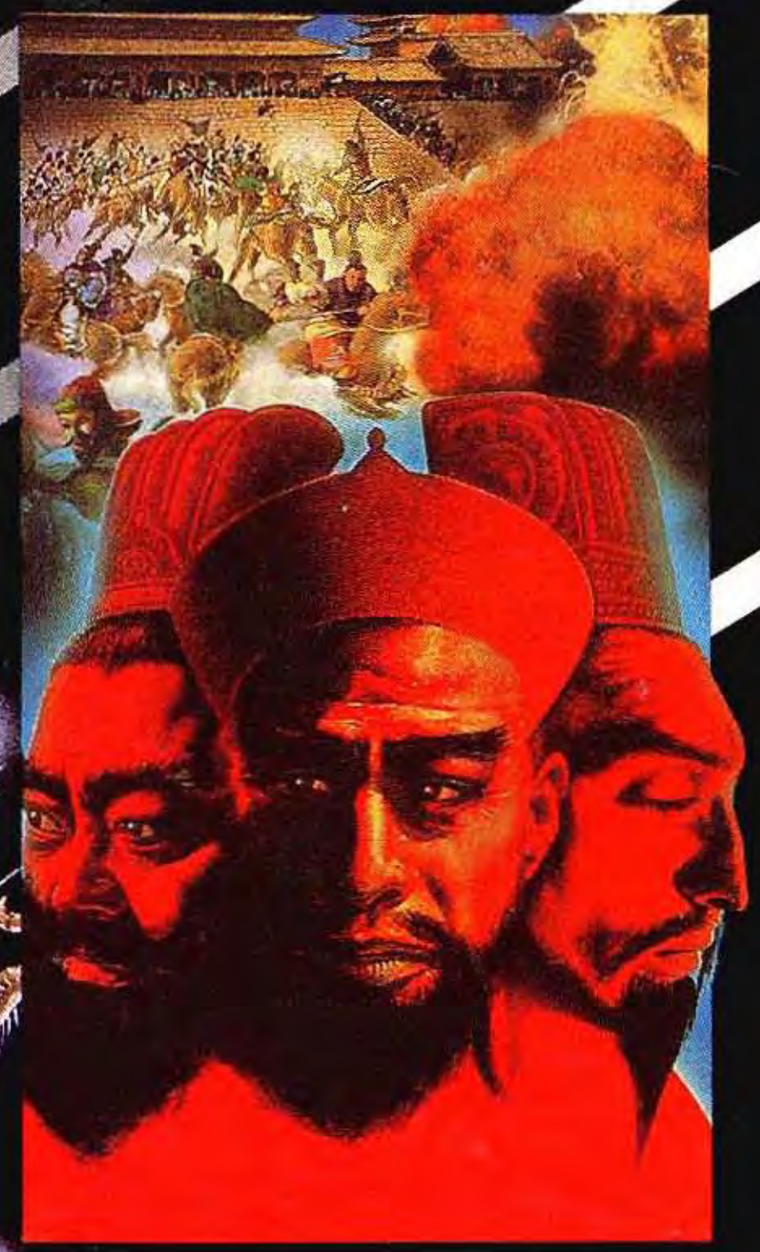
Romance of The Three Kingdoms®

NES-IS
USA

INSTRUCTION MANUAL



KOEI

Strategy Game Series

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INTRODUCTION

Welcome to a new type of simulation game. **KOEI'S Romance of The Three Kingdoms** allows you to relive a past in which only the strong could survive and only those smart enough to plan ahead could spread their domain enough to actually be considered a kingdom. You remake history by trying to become the leader of a world torn apart by civil war and rivalry between masters. From the beginning you must recruit men known throughout the country for their intelligence and strength in battle. Try to keep your smartest advisor with you at all times so you can have his advice before issuing orders. Keep your generals' and peasants' loyalty high by giving them gold and food. And don't forget to befriend your enemies when you are not prepared for battle. These are but some of the aspects you must take into account while you play this game. Please make sure to consult the submanual as to what generals to recruit and under which master they are currently employed.

In **KOEI** simulation games, as in real life, things do not always go as you expect. If you don't do as well as you hoped for in the beginning- **don't give up!** The real enjoyment comes from learning how to play the game. Try to understand how each of your commands affects all the factors in the game and use this knowledge to plan ahead. There is no one single way to win the game. There are as many possibilities as there are different personalities. Eventually you will find your own way to play, whether it be aggressive, tactical or diplomatic, and maybe even find out a little about yourself in the process. **So on with the game and may the best master triumph!**

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SAFETY TIPS

Before beginning ROMANCE OF THE THREE KINGDOMS, please read the following precautions carefully:

1) Always turn the power off before inserting or removing the GAME PAK from your Nintendo Entertainment System.

2) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it.

3) Avoid touching the terminal connectors. Keep them clean by inserting the GAME PAK in its protective storage case.

4) Never attempt to take your GAME PAK apart.

5) Use of cleaning agents can damage the GAME PAK.

* In order to enjoy this game to its fullest please read the following manual thoroughly and then save the historical notes and map to look at later.

HOW TO PLAY

1. HOW TO USE THE CONTROLLER

The number of the controller you should be using will always appear on the lower right corner of the screen.

a) Answering Yes or No Questions

To answer a "Y/N" question press the Control Pad arrow pointing to the desired answer.

b) Entering Numbers

To select a number, press the UP arrow on your Control Pad to increase the number and DOWN to decrease it. If you wish to enter a number with more than one digit, press the RIGHT arrow after you have selected the first digit and proceed as before to select the next digit. Make sure that you don't press Button A until you have finished entering your number because the number that is shown will be entered.

2. DISPLAYS

a) Main Display

The present conditions in your country are shown in this mode. Any commands about running your country or about negotiating with other countries are also given in this mode. You have one turn for every month of the year. You may issue one order per state per month.

b) Map Display

The map display shows the 58 states of China. They are shown in colors corresponding to the master who governs them, so you can tell the difference between your states and those of your enemies.

c) Battle Display

Whenever one of your states goes to war or is attacked, the battlefield of the state that has been invaded will be displayed. During war you may issue one command per unit per day. (See p. 22 WAR and p. 25 BATTLEFIELD COMMANDS).

3. CONDITIONS FOR VICTORY

Your goal is to unify the 58 states of Second Century China. In levels 1 through 4, after you fulfill the requirements to complete that level, your next goal automatically becomes the unification of the entire country. See the following section for an explanation of these conditions for victory.

SCENARIOS

In ROMANCE OF THE THREE KINGDOMS you can start at any one of five possible scenarios. Each scenario is different, and they are all difficult. Remember, the stronger your master is when you begin, the better your chances of success are.

SCENARIO 1: A CHAOTIC WORLD

Starting Date: 189 A.D.

Historical Background

In 189 A.D., Ho Chin, a relative of the Emperor, plotted to murder the palace eunuchs with the help of masters Yuan Shao and Yuan Shu. However, the eunuchs heard of the plot and decided to defend themselves by murdering Ho Chin, which put the palace in chaos. A cruel general named Dong Zhuo took advantage of this chaos to appoint himself emperor and begin the tyrannical rule in which this scenario takes place. Cao Cao, Yuan Shao, Yuan Shu and a number of other masters were forced to flee for their lives, however they managed to gather later in the capital city of Loyang to overthrow Dong Zhuo. Aware of the danger around him, Dong Zhuo burnt Loyang to the ground and transferred the capital to Ch'angan.

Conditions for Victory

You must conquer 30 states or more, among those the capital cities of Loyang (state 20) or Ch'angan (state 21), and your master must be located in one of these states.

Masters you can select

Master	Master's States
Cao Cao	#7
Sun Jian	#41
Liu Bei	#14
Yuan Shao	#4, #5
Yuan Shu	#37, #38
Liu Biao	#39, #40
Dong Zhuo	#18, #19, #20, #21
Liu Yan	#47, #48, #49

SCENARIO 2: THE EMERGENCE OF CAO CAO

Starting Date: 195 A.D.

Historical Background

In 192 A.D., Governor Wang Yu convinced Emperor Dong Zhuo's right hand man, the treacherous Lu Bu, to assassinate Zhuo. After Zhuo's death, every master in the country fought to become emperor. In the battles that followed, many masters and generals were killed, among those Liu Biao, and Sun Jian, who was succeeded by his son, Sun Ce. Lu Bu himself was killed in 198 A.D. by Cao Cao.

Conditions for Victory

You must conquer 30 states or more, among those the capital cites of Loyang (state 20) or Ch'angan (state 21), and your master must be located in one of these states.

Masters you can select

Master	Master's States
Cao Cao	#13, #19, #20
Sun Ce	#28, #32
Liu Bei	#10, #11
Yuan Shao	#4, #5
Yuan Shu	#29, #30, #37, #38
Liu Biao	#39, #40, #41, #42
Liu Zhang	#23, #47, #48, #49, #50
Lu Bu	#6, #7

SCENARIO 3: THE OPENING OF A NEW AGE

Starting Date: 201 A.D.

Historical Background

In 199 A.D., Yuan Shao won an important battle against Gong Zan and extended his domains so far north that he was known as "the Wolf of the North". Of course, Cao Cao eyed these states greedily and fought constantly in order to get them. The whole empire was in a state of confusion. Liu Bei was wandering from state to state, taking shelter from his friends Yuan Shao and Liu Biao, who controlled great kingdoms. Sun Ce was assassinated at the age of 26, and succeeded by his brother Sun Quan.

Conditions for Victory

You must conquer more than 40 states on your way toward unifying the country.

Masters you can select

Masters	Master's States
Cao Cao	#6, #7, #12, #13, #19, #20
Sun Quan	#28, #31, #32, #33,
Liu Bei	#37
Yuan Shao	#1, #2, #3, #4, #5, #18
Liu Biao	#38, #39, #40, #41, #42, #43, #44
Liu Zhang	#45, #46, #47, #48, #49, #50, #52
Ma Teng	#24, #25, #26, #27

SCENARIO 4: THE BATTLE OF RED WALL

Starting Date: 208 A.D.

Historical Background

Cao Cao took possession of the whole northern region by defeating Yuan Shao, "the Wolf of the North", and his successors. In 207 A.D., Liu Bei recruited Zhuge Liang, known as "the Sleeping Dragon", as a military advisor, and together they managed to establish themselves in the region of Jingzhou. By now Liu Zhang and Sun Quan dominated the South, so Liu Bei allied with Sun Quan and defeated Cao Cao in what is known as

The Battle of Red Wall.

Conditions for Victory

You must rule more than 40 states.

Masters you can select

Master	Master's States
Cao Cao	#1, #2, #3, #4, #5, #6, #7, #8, #9, #12, #13, #16, #18, #19, #20, #21
Sun Quan	#28, #31, #32, #33, #34, #35, #36
Liu Bei	#37, #38, #39, #40
Liu Zhang	#46, #47, #48, #49, #50, #51, #52, #53
Ma Teng	#24, #25, #26, #27

SCENARIO 5: THE AGE OF THE THREE KINGDOMS

Starting Date: 215 A.D.

Historical Background

Sun Quan and Liu Bei won the battle of Red Wall and started to build their power bases. The country was split into three major parts: **the Wei Kingdom of Cao Cao, the Wu Kingdom of Sun Quan, and the Shu Kingdom of Liu Bei.** The field has been narrowed down to four masters and their generals. The only question is: **Are you capable of conquering the other three masters to unify China?**

Goal

Absolute victory by conquering the whole empire.

Masters you can select

Master	Master's States
Cao Cao	#1, #2, #3, #4, #5, #6, #7, #8, #9, #10, #11, #12, #13, #14, #15, #16, #17, #18, #19, #20, #21, #22, #23, #24, #25, #26, #27, #29, #30, #37
Sun Quan	#28, #31, #32, #33, #34, #35, #36, #39, #41, #43, #55, #56, #57, #58
Liu Bei	#23, #38, #40, #42, #44, #45, #46, #47, #48, #49, #50, #51, #52

GAME SET UP

1. Make sure the power switch is OFF.

2. Insert your ROMANCE OF THE THREE KINGDOMS GAME PAK as described in your NINTENDO ENTERTAINMENT SYSTEM manual.

3. Turn the power switch ON.

4. After the opening screen has been displayed, press the start button to begin game preliminaries.

GAME PRELIMINARIES

1. New Game/Load Data

If this is the first time you've played the game, or if you're starting a new game you should select **new game**.

However, if you want to continue a game you saved earlier, you should select **load data**.

2. Selecting Scenario

There are 5 different scenarios. Since conditions in each scenario are different you should see SCENARIOS on p. 6~9 before making your selection.

3. Selecting Number of Players

Depending on the scenario, one to eight may play. If you choose 0, the computer will run a demonstration game.

4. Selecting Master

Please choose the master that you would like to be. See CHARACTERS on p. 31 for a description of the most famous masters of the time.

5. Setting Master's Abilities

Press A Button to set your abilities. The higher these numbers are, the better a master you will be. However, the value of these abilities will change during the game.

6. Selecting Skill Level

This number will determine how difficult the game will be, if you select 1 it won't be as hard as if you select 10.

7. Selecting Computer Personality

If the computer is set to warlike, it will attack often, even though it may lose. If it is set to rational, it will wait to attack until it sees an almost certain victory.

8. Viewing Battles Between Other States

During the game computer controlled masters will often attack one another. If you enter Y, you may watch these battles on the battle display.

9. Final Check

If everything is OK, you will continue on with the game, however if you enter N you will be given the chance to change the scenario, your master, or your abilities.

MAIN DISPLAY

❶ Master's name, governor's face and name.
❷ Current date and state number.
❸ Country data (see the following section for a detailed explanation).
❹ Commands.
❺ Messages.
❻ Controller number.

Press Button B to switch to the Map Display. Once you are in the Map Display, press any button to return to the Main Display.

COUNTRY DATA

1. Master	**Owner of the state**
2. Governor	**Administrator of the state**
3. Gold	**Gold in Treasury**
4. Rice	**Rice in Storehouse**
5. Price	Amount of rice you get for one unit of gold·
6. Castles	Number of castles
7. Horses	Number of horses to give as gifts
8. Metal	Whether you have metal in the state
9. Land value	Value of farmland
10. Flood	Probability of a flood
11. Pop.	Population: total number of peasants in the state
12. Loyalty	Loyalty of the peasants to their governor
13. Generals	Number of generals in the state serving the master
14. Men	Total number of soldiers in the state
15. Free Generals	Number of generals who serve no master

1. Master

You are the master in your own states and give orders to those under your direct control.

2. Governor

Your governor is automatically selected from among your generals in the state for his power and intelligence. This man will carry out and relay any orders you give that state. Of course, if your master is in the state, he becomes governor. **You must be careful because if your governor defects to the enemy, you also lose that state.**

3. Gold

Gold is necessary to recruit troops and keep your generals happy. The gold in your treasury will increase each fall when taxes are collected. You may also increase the gold you have by selling rice.

4. Rice
Rice is also collected every fall as part of taxes and can also be bought from the merchant. It is essential for war and to keep your peasants happy. You should always keep as much rice in your storehouse as possible.

5. Price
This is the amount of rice you may buy or sell for one unit of gold.

6. Castles
Since the castle contains your town, the more castles you have, the more taxes you collect. Castles are also strategically important for battle, the more castles in the state, the more difficult it is for the enemy to occupy them all.

7. Horses
Each state has a certain number of horses which you may give to generals as gifts to recruit them.

8. Metal
Use **Command 11** ⟨**Trade**⟩ to have weapons made for your army out of the metal in your state and increase your troops' arms value.

9. Land Value
The more productive your land is, the more taxes you collect each year. Use **Command 7** ⟨**Develop**⟩ to increase its value.

10. Flood
The two major rivers of China, the Yellow River and the Yangtze river, flood frequently in summer, so you should use **Command 7** ⟨**Develop**⟩ to decrease the probability of a flood.

11. Population
This is the total number of peasants in your state without counting your troops. It increases every spring by 20% and decreases when you recruit soldiers with **Command 4** ⟨**Recruit**⟩.

12. Loyalty
Low loyalty means less taxes and more chances of plague and revolt. Natural

disasters, taxes and plunder will lower loyalty, while you can raise it with **Command 6 ‹Give›**.

13. Generals

This is the number of generals available for battle in the state. You may not have more than 28 generals in one state.

14. Men

This is the total number of soldiers under all your generals. You may increase this number with **Command 4 ‹Recruit›**.

15. Free Generals

This number represents known generals who have no master. They are usually easier to recruit than enemy generals. Use **Command 9 ‹Search›** to look for more of these generals who are hidden in some of the states.

GENERALS

All characters in the game are generals. Generals are mainly defined by their abilities and number of troops. The following is a list of the characteristics that make up a general. This information can be obtained by using **Command 5 ‹View›**.

1. Status	Employed or free
2. Men	Number of soldiers in unit
3. Loyalty	Loyalty of soldiers to their commanding general
4. Skill	Military ability of army
5. Arms	Weapons ability of army
6. Naval	Whether a general has naval capability
7. Daughters	Number of master's daughters
8. Loyalty	Loyalty of general to master
9. Age	Age of general
10. Health	Health of general
11. IQ	Intelligence of general
12. Power	Military ability of general

13. Charm	Leadership and persuasive ability of general
14. Luck	General's luck
15. Experience	General's battle experience

1. Status
This is the status of the general you are viewing. Unless he is a master or a free general, his status will appear under his master's name next to his portrait.

2. Men
Total number of soldiers under the general's command. These men will accompany their general if he goes to battle or moves to another state. Use **Command 4** ⟨**Recruit**⟩ to increase your total number of soldiers.

3. Loyalty
Loyalty of the men to the general they serve. Increase this value by giving gold to their general with **Command 6** ⟨**Give**⟩. He will in turn redistribute it among his men.

4. Arms
This value represents how well equipped your troops are. As with training, a well equipped army can often defeat a poorly equipped, larger army. Use **Command 11** ⟨**Trade**⟩ to buy arms for your troops from the weapons maker.

5. Skill
This value represents the military ability of your army. In battle, a well trained army can often defeat a larger, poorly trained army. Use **Command 11** ⟨**Train**⟩ to increase this value. Maximum skill value is 100.

6. Naval
If a general has naval ability, his army will be able to cross lakes and rivers with much less difficulty.

7. Daughters
This number only applies to masters. It represents the number of princesses available to marry, using **Command 10** ⟨**Diplomacy**⟩.

8. Loyalty
Since this number represents the loyalty of a general to his master, it only applies to employed generals. Generals with low loyalty value may betray you, so it is a good idea to keep this value as high as possible by using **Command 6<Give>**

9. Age
This number is the general's age, which increases every year in spring.

10. Health
This value represents the general's physical health. Generals with low health values may be killed by plague or die of old age in spring.

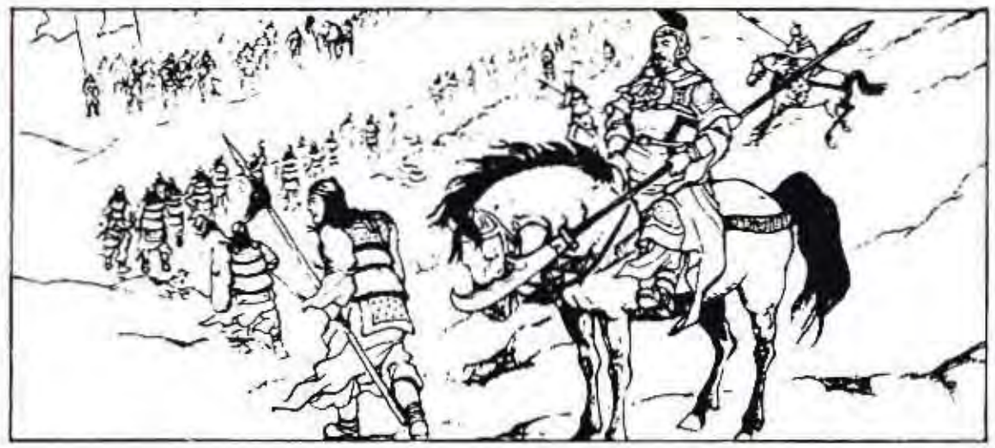
11. IQ
This number represents a general's intelligence level. Advice given by an intelligent general is more likely to be correct than that of a not so bright general.
Give your general books with **Command 6 <Give>** to increase this value.

12. Power
This number represents the general's power in battle.

13. Charm
This value represents a general's ability to conduct negotiations.
It is especially important for masters, who must constantly influence others.

14. Luck
Luck plays an important part in nearly all game events. Maximum value is 100.

15. Experience
Experience must be acquired, no one starts the game with any. Whenever a general completes any task, no matter how trivial, his experience level will rise.



EVENTS

1. Seasonal Events

a) Spring

Every spring each person grows one year older, and weak or old generals or masters might die at this time. Your population will increase by 20% in spring.

b) Fall

Fall is the time for taxes. All your generals and their soldiers must be paid in fall, and if you don't have the gold to pay them, they will leave you.

2. Natural Disasters

a) Floods

Floods occur every summer in the Yangtze and Yellow river valleys. They decrease the population, land value and loyalty. The only thing you can do to protect your people from them is to invest in dams with **Command 7** ‹**Develop**›.

b) Plague

Sickness may break out in any season, but especially in cold winters and when loyalty is low. Plague affects everybody from your peasants to your generals.

c) Locusts

Locusts appear both in spring and fall, and cannot be prevented. They will decrease the number of peasants and soldiers, as well as land value and loyalty.

3. Rebellion

If the loyalty of the people in your state is low, there is a good chance they may rebel. When rebellions occur, the strong generals will manage to flee, while the weak ones will be slaughtered by the peasants. Since loyalty decreases after disasters, and it becomes more difficult to govern your state, you should try to keep peasant loyalty as high as possible.

MAIN DISPLAY COMMANDS

Each turn you have 15 commands to choose from. To choose a command, move the cursor using the UP and DOWN arrows on the control pad and press Button A when you have made a selection. Use Button B to cancel any wrong selections you make. Press the LEFT arrow on your control pad to see commands 1 through 9, and the RIGHT arrow to see commands 10 through 15.

1. Move	Move men and generals
2. War	Attack a neighboring state
3. Send	Send rice and/or gold to another state
5. View	View conditions on states and generals
6. Give	Give presents to your generals or food to your peasants
7. Develop	Plant new fields and build dams
8. Train	Train the army
9. Search	Search for free generals
10. Diplomacy	Negotiate with other masters
11. Trade	Summon the merchant and weapons maker
12. Appoint	Entrust the care of a state to a general
13. Pass	Skip a turn
14. Quit	Save data and/or quit
15. Other	Game options

Command 1 〈Move〉

Use this command to move your generals and their soldiers to a neighboring state owned by you or unoccupied. In winter, you can't move in northern states, and if you move in other states, many of your soldiers will die of cold.

Command 2 〈War〉

Select the generals you want to send to fight, appoint one of them commander, and decide how much gold, and rice

you will send. The screen will then change to the battle display. If a war is not over in 30 days, the attacking side loses.

Command 3 ⟨Send⟩

Use this command to move gold and rice from one state to another. Neither of these states may be at war. Since no general accompanies the transport party, the risk of theft by the enemy or bandits is great. In the northern states, you may not move rice or gold during winter.

Command 4 ⟨Recruit⟩

a) Generals: This command may only be issued from the state the master is residing in. You can recruit both employed and free generals. If you manage to recruit a governor, his state will become yours and he will stay in that state to govern it for you. Use one of the following options most suited to the general you have in mind:

1) Send money. Effective with the less bright generals.

2) Send a horse. Effective with generals with low charm or high power.

3) Visit in person: The best way to win intelligent generals, but there is the danger of being caught if you must travel far.

b) Soldiers: You can hire soldiers from among the peasants in your state, and distribute them among your generals' troops or your own, up to a maximum of 20,000 soldiers per general.

c) Redistribution: First reduce the number of soldiers under one general to then assign them to another. When you have assigned all the available soldiers, press Button B to finish.

Command 5 ⟨View⟩

a) Generals: View any of the employed generals in the state.

b) Free Gen.: View any of the free generals in the state.

c) Other States: Use this command to look at as many other states as you want in one turn.
d) Summary of Generals: A table listing generals in the state, their abilities, and number of men at their command.
e) Menu: Use this command to return to the Main Display. If you have only been viewing your own states, you will be allowed to give another command.

Command 6 〈Give〉

a) Peasants: Give the peasants rice in order to raise their loyalty.
b) Generals: Give a general gold or books to increase his loyalty to you. If you give him books, which cost 5 units of gold, his intelligence will go up, as long as there is another general in the state with an IQ more than two points higher than his.

Command 7 〈Develop〉

Use this command to build dams and cultivate new fields. This command will increase the value of your land and lower your chances of getting hit by a flood. The results you get will depend on the amount of gold you use and the general you put in charge.

Command 8 〈Train〉

Train all the soldiers in the state and increase your military power at no cost.

Command 9 〈Search〉

Search for hidden free generals. then if you find one, use **Command 5 〈Recruit〉** to recruit him.

Command 10 〈Diplomacy〉

Use this command to negotiate with other masters. Select the master you wish to negotiate with and send a messenger to the state that master is in. Success will depend on your charm, the charm, luck and IQ of your messenger, and your past dealings with that master. You can find out how much he dislikes you by looking at the number that appears after

each master's name when you enter this command. **The higher that number, the more he dislikes you, with 100 being the highest and 0 the lowest.**
You have the following options:

a) Borrow Rice
Ask to borrow rice from another master at no interest.

b) Return Rice
Borrowed rice will be returned automatically in fall, but you can return it earlier.

c) Propose Marriage
Give one of your daughters to another master. If he agrees to marry her, his hostility toward you will drop sharply. However, if he is already hostile toward you, he may kill both your daughter and escort, which will lower your charm and luck.

d) Give Gift
Give gifts to another master in order to lower his hostility toward you, and at the same time, the chances of being attacked by him.

e) Military Alliance
Use this command to try and convince a master to attack another third state with you. However, this doesn't mean he will help you should you get into trouble.

Command 11 〈Trade〉

a) Merchant: Merchants will buy and sell rice at the posted prices. They will tend to avoid southern states in summer and northern ones in winter.

b) Weapons maker: Increase the military power of your army by buying weapons for them, at 10 units of gold per weapon.

Command 12 〈Appoint〉

Entrust a state to a general of your choice, to run without direct orders from you. These generals will also handle defense if they are attacked, so you may want to keep that in mind if you think that state is in danger. Use this

command again to regain direct control over an appointed state.

Command 13 〈Pass〉

Give no order to a state that month.

Command 14 〈Quit〉

Use this game to save data and/or end the game. **Remember that if you save data, any previously stored data will be erased.**

＊ Always turn off the power by holding the reset button down and simultaneously pressing the power button. This will protect your game data.

Command 15 〈Other〉

The following are game options:

a) Sound on/off: Turns sound effects on and off.

b) Animation on/off: Turns animation on and off.

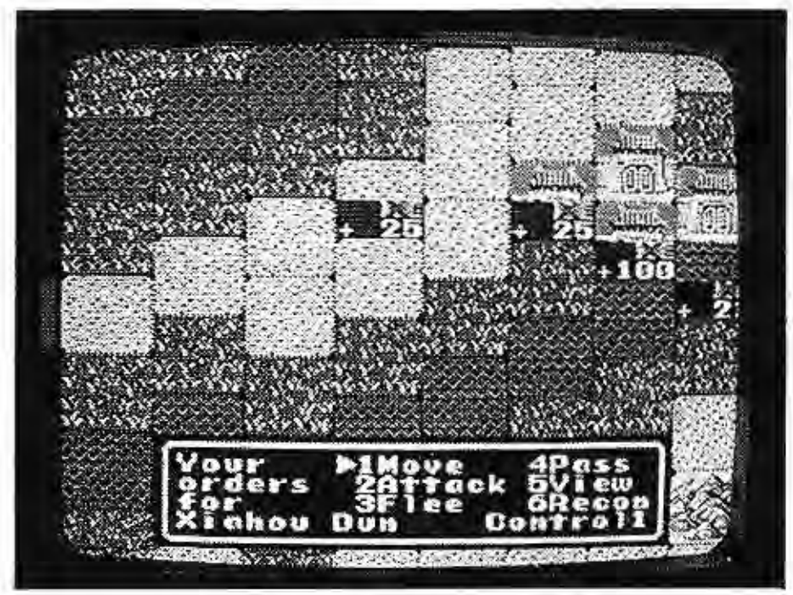
c) Display Wait: Changes the amount of time that messages are on the screen. 1 is the shortest display and 10 is the longest.

d) Watch others battle: Use this command to watch other masters battle.

e) Menu: Return to main display.

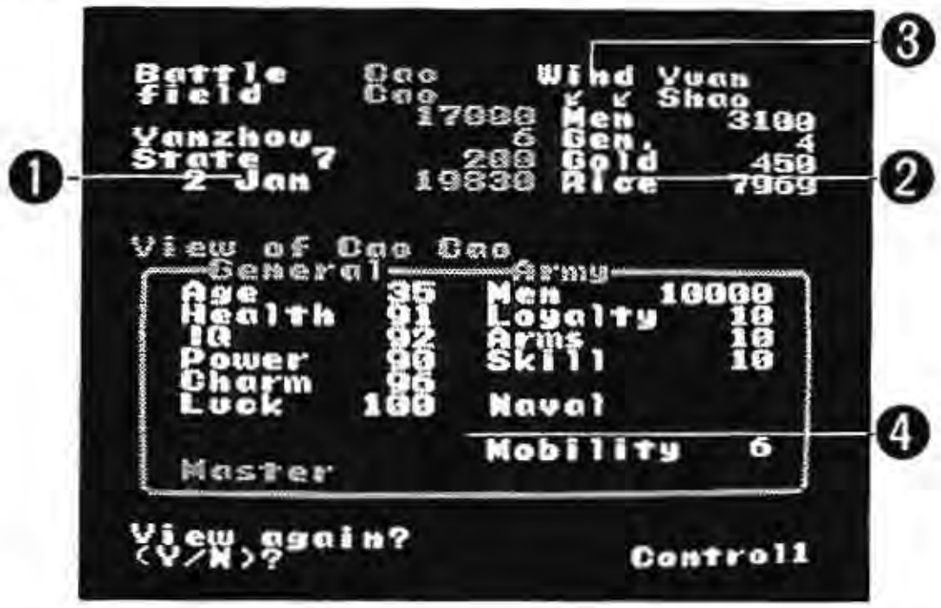
WAR!!!

A. Battle Display



When you attack or are attacked by a rival, or watch others battle, the screen will change to battle display.

B. Battlefield Report



With **Battlefield Command 5 〈View〉**, you can get the information shown above on new battle developments.

❶ Day of the month, name and number of the state under attack.

❷ Masters' names and data on the armies at war.

❸ Wind Direction.

❹ Information on a particular general on the battlefield.

C. Topographical Map

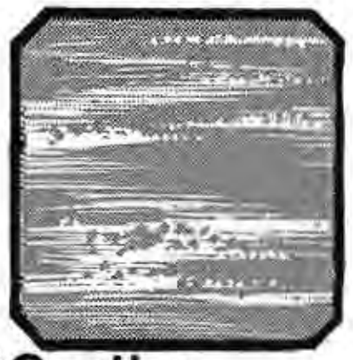
1)Plains:
Need mobility of 2

2)Swamp: Need mobility of 5

3)Hills:
Need mobility of 4

4)Mountains:
Totally impassable

5)River,lake or sea:
Naval : need 6
Non-naval : need 10



6)Castle:
Need mobility of 3

D. Unit Markers

1. Battlefield terrain
2. Rice
3. Generals' Description
   - # : Commander - Naval
   - * : Commander
   - + : General - Naval
   - : General
4. Master's Flag
5. Number of soldiers (in units of 100)

E. Troop Deployment

Units and supplies may only be positioned where there are circles in the battlefield squares. When placing your men, use the control pad to move the cursor and press Button A when you decide where to put the unit. The attacking side always places his troops first.

a) Commands: When you place a general, you will be asked whether you want to give him orders directly or whether you would like him to take care of the battlefield situation. Of course, if your master goes to war in person, you must issue the orders for his unit.

b) Number of Generals: You are only allowed to place a maximum of ten generals on the map at one time.

c) Rice: Since you must feed your soldiers during battle you should probably leave a unit to guard your rice. **If the enemy captures your rice, you lose the battle!**

F. War Expenses

When you go to war, you must pay your troops for their services. On the battlefield, your rice and gold will decrease after every turn, according to the number of soldiers you have.

G. Conditions for Victory

The attacker wins when:

a) The defender runs out of rice.
b) He takes control of every castle.
c) There are no enemy generals left alive.
d) He captures the defending master.

The defender wins when:

a) The attacker runs out of rice.
b) A month goes by without the battle reaching a conclusion.
c) He seizes the attacker's rice.
d) He captures the attacking master or commander.

H. After the War

When a General is captured

A master can dispose of captured generals in any of the following ways:

a) Kill: Send the general to a better world.

b) Free: The general becomes a free general.

c) Recruit: If he is not a master he will become one of your generals. However, since his loyalty to you will be low, you must treat him with care so he doesn't go over to the enemy. If one of your generals is captured during battle, he will usually be recruited by the enemy master.

BATTLEFIELD COMMANDS

1. Move	Move the unit to a bordering square.
2. Attack	Attack an enemy unit in a bordering square.
3. Flee	Have a unit retreat to an adjacent state.
4. Pass	Give no orders for that turn.
5. View	Get information on battling generals.
6. Recon	View battlefield.

Command 1 〈Move〉
Use the UP and DOWN arrows on the control pad to chose the direction you want to move in, then press Button A.
a) Entire Unit: Move your entire unit as many squares as your mobility allows.
b) Divide Unit: Divide your unit in half to surround the enemy and attack from two sides.

Command 2 〈Attack〉
Use the UP and DOWN arrows on the control pad to choose the direction you want to attack, then press Button A.
a) Regular: Your unit attacks an enemy unit, inflicting casualties on both sides.
b) Simultaneous: All units surrounding an enemy unit attack at the same time, causing more casualties.
c) Fire: Set neighboring squares on fire, and try to set your enemy afire. Judge the wind direction first with **Command 5 〈View〉**.

Command 3 〈Flee〉
Have one of your units retreat to one of your states or an empty state. When a general flees he only takes his unit with him, but when a master or commander flees, he takes the entire army.

Command 4 〈Pass〉
Waive one unit's turn for that day.

Command 5 〈View〉
This command will display information on the warring armies. You may give another order after using this command.

Command 6 〈Recon〉
Use this command to observe the terrain layout and plan your strategy.

THE STORY

Entertainment and Education

Koei's **Romance of the Three Kingdoms** is more than just a game-- the people, places, and events are all taken from real life. It is based on a novel written by Lo Kuanchung sometime in the 14th Century, about 600 years ago. The story opens in the year 184 with the fall of the Chinese government-- called the Later Han Dynasty, and closes with the rebirth of a new government called the Chin Dynasty in 280. The 100 years in-between tell of the rise and fall of the country's greatest lands, *Wei*, *Shu*, and *Wu*: the Three Kingdoms.

The Romance···

The Later Han Dynasty was an empire without an emperor. An emperor lived, but was completely isolated from his people, a lonely prisoner in his own palace. The only news he heard of the outside world came from the palace guards, or eunuchs. Soon, the eunuchs were able to control what the emperor heard and didn't hear. They became the real power behind the throne. And, the more powerful the eunuchs became, the more cruelly they treated the people. Taxes became unbearably high as the greedy eunuchs demanded more and more gold from the peasants.

At this time, a terrible epidemic swept the land, claiming countless lives. A wandering magician named Chang Chueh discovered a cure, and soon an army of grateful followers rallied behind him. Chang, an ambitious man, decided to use his popularity to overthrow not only the eunuch tyrants, but the whole government as well. He and his followers, famous for the bright yellow turbans they wore, took up arms, and the so-called Yellow Turban Rebellion began.

··· *of the Three Kingdoms*

The government called upon the greatest generals in China to help crush the rebellion. Among the most successful of them was **Cao Cao**. After eliminating many other rival masters, he ruled North China as the King of ***Wei***, and ruthlessly punished the survivors of the Later Han Dynasty.

The main obstacle keeping the greedy **Cao Cao** from terrorizing the entire country was another hero named **Sun Quan**. **Sun Quan** inherited the rich Kingdom of ***Wu***, southwest of ***Wei***. It was **Sun Quan** who eventually mobilized a great army to meet **Cao Cao** at the Battle of Red Wall, on the Yangtze River.

Meanwhile, a humble yet great master named **Liu Bei** assembled two men of legendary power, and in a quiet peach grove, swore eternal brotherhood to them. While Sun Quan gathered men of war, **Liu Bei** gathered men of knowledge. Among the greatest was Zhuge Liang, perhaps the most brilliant advisor in Chinese history. Under his careful guidance, **Liu Bei** came to rule the Kingdom of ***Shu***.

First Blood

The Battle of Ch'angan Bridge

Following his victory over the minor northern master Yuan Shao in the Battle of Kuantu, **Cao Cao** wasted little time in invading the tiny Kingdom of ***Shu***. **Liu Bei** had no choice but to retreat. He and his family dashed for the Ch'angan Bridge taking along 100,000 peasants, hoping to save them from **Cao Cao's** clutches. When his advisors told him he was being foolish, **Liu Bei** simply replied, "I cannot abandon my people."

Cao Cao's army easily caught up with the fleeing masses but was stopped by **Liu Bei's** commander, Zhang Fei, who with twenty men held the Ch'angan Bridge against the entire ***Wei*** army.

The Country Divided
The Battle of Red Wall

In November of the same year, **Cao Cao** again threatened to cross the Yangtze River, this time with a navy of 800,000 men. **Sun Quan's** and **Liu Bei's** forces combined numbered only 30,000. Faced with such impossible odds, the allied advisors, Zhou Yu and Zhuge Liang, had no choice but to design an equally impossible plan.

With **Cao Cao's** ships moored on the northern bank, and the allies defending the southern, Zhou Yu realized that a well-placed fire attack could wipe out the attacking fleet. Only unfavorable winds made this plan unworkable. Zhou Yu knew that the clever **Cao Cao** was also aware of this potential threat to his navy. So, to allay his suspicions, Zhou Yu had an old general suggest just such an attack in front of some of **Cao Cao's** spies, and had the man publicly whipped for suggesting such an idiotic plan. Zhou knew that word would get back to **Cao Cao**.

At this time, a famous general named Pang Tong, "the Phoenix Fledgling," joined **Cao Cao's** flagship. Pang Tong suggested that **Cao Cao's** navy might navigate the rough waters of the Yangtze more easily by linking all of the ships together with iron chains.

Cao Cao, concerned over the strong winds and violent waves, liked the idea. His advisors however, warned that "the Phoenix" might by in conspiracy with Zhuge Liang. **Cao Cao** replied that poor winds made a fire attack impossible. The allies would only destroy themselves.

Meanwhile, the allies were waiting for favorable winds. Zhuge Liang and Zhou Yu proposed to "call the winds and summon the rains." Five hundred men built an altar at which the two heroes prayed. . .the wind began to change.

Pretending to surrender, a small allied ship approached **Cao Cao's** navy. When near enough, the ship set **Cao Cao's** flagship aflame. All the other ships, attached with chains, caught fire and sank. **Cao Cao's** navy burned, and the Yangtze River was veiled in a red wall of flames. **Cao Cao** barely escaped with his life. Thanks to the tactical genius of Zhou Yu and Zhuge Liang, and the treachery of Pang Tong, **Sun Quan** and **Liu Bei** were victorious.

The Death of a Master
The Battle of Yiling

Unfortunately, the friendship between **Sun Quan** and **Liu Bei** was short-lived. Under a secret pact, **Sun Quan** and **Cao Cao** executed **Liu Bei's** military mastermind Guan Yu. **Liu Bei**, blinded by anger, attacked **Sun Quan's** Kingdom of ***Wu*** without enough rice. **Liu Bei's** army was soon starving, and the many bodies of his men threatened to dam the Yangtze River. **Liu Bei** himself died shortly after this disaster, leaving the Kingdom of ***Shu*** in the hands of his advisor and friend, Zhuge Liang.

The Final Battle
The Battle of Wuchang Plain

Zhuge Liang did his best to protect the crumbling Kingdom of ***Shu***, but the strain took its toll on his health. The death of **Cao Cao** weakened the ***Wei*** Kingdom enough to warrant an attack by both ***Wu*** and ***Shu***. In 227 A.D. Zhuge Liang personally led the final assault against ***Wei***. His opponent was more than worthy, being the famous Sima Yi. The allies had the upper hand at first, but faltered when Zhuge Liang fell ill and died. The ***Shu*** army secretly retreated, but was not unprotected. Zhuge Liang knew that after his death, Sima Yi would be free to hunt them down to the last man. Thus, his final order was that a wooden model of himself, perfect in

every detail, be constructed. Sima Yi, upon seeing this model, believed Zhuge Liang was still alive, and refused to give pursuit.

Rise of the Chin Empire

With the fall of Zhuge Liang, the allied kingdoms of *Wu* and *Shu* quickly collapsed. Sima Yi took this opportunity to seize all power in the *Wei* Kingdom and established the Chin Dynasty, unifying the empire and ending the **Romance of The Three Kingdoms.**

CHARACTERS

Romance of The Three Kingdoms contains a great many characters. It is impossible to cover all of them, but presented here are 16 of the most famous personalities who took part in the decisive battle of Red Wall.

The Kingdom of Wei

1. Cao Cao

Cao Cao was a bitter child who grew

up embarrassed by his family's dishonest practices. By the age of 20, **Cao Cao** had learned to rely on nothing but his own wits, and left the family to seek his fortune. He soon made a name for himself in the Yellow Turban Rebellion as a man of exceptional intelligence and cruelty.

A story describing the evil character of the King of Wei goes as follows: **Cao Cao** and a servant, visiting an old friend of his father's, waited while the man innocently went out to buy some wine for their meal. Suddenly they heard the sound of a knife being sharpened. **Cao Cao** said: "I think he is not my real uncle. I am beginning to doubt the meaning of his going off. Let us listen."

Presently someone said:

"Bind before killing, eh?"

"As I thought," said **Cao Cao**, "Now unless we act first we shall be taken."

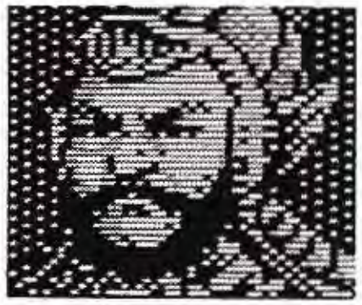
They dashed in and slew the whole household. Upon searching the house they found a bound pig ready to be killed.

Cao Cao's companion lamented that they had made a great mistake, to which **Cao Cao** replied:
"I would rather betray the whole world than let the world betray me."

2. Sima Yi

The timid yet brilliant **Sima Yi** laid the foundation for the Chin Dynasty by serving four generations of the Wei Kingdom: Cao Cao, Cao Pi, Cao Zhi, and Cao Fang. He first served Cao Cao as part of the civil service, but was appointed general when it became clear that he had an unusual flare for tactics.

3. Xiahou Yuan

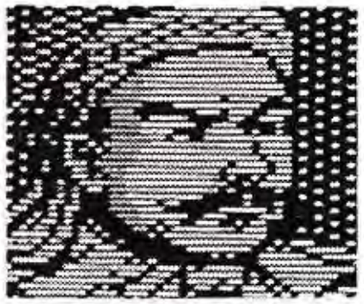


Xiahou Yuan was considered to be among the bravest of men. He married one of Cao Cao's sisters and quickly grew in favor, soon becoming one of Wei's greatest generals. He led his troops to victory when the Shu commanders Ma Chao and Han Sui attacked the Chang Pass.

4. Gou Yu

Raised by a famous family, **Gou Yu** was well known throughout the country for his intelligence. He first served Yuan Shao but, disgusted at Yuan's lack of ability, left him to become an advisor to Cao Cao. At the Battle of Kuantu, he encouraged a losing Cao Cao towards victory.

5. Xu Zhu



Xu Zhu once fought a battle against Cao Cao's herculean general Dian Wei. Cao Cao, impressed with **Xu Zhu's** strength, set a trap and captured him. **Xu Zhu** subsequently won several battles for Cao Cao and helped him escape from the Battle of Red Wall after his defeat. Because of his brilliance and flare in battle, **Xu Zhu** became known as "the Passionate Tiger."

The Kingdom of Wu

1. Sun Quan

Sun Quan was the nephew of the famous Sun Ce. At the age of 19 he inherited the Wu Kingdom. At the Battle of Red Wall, **Sun Quan** joined forces with Liu Bei and Zhuge Liang in an attempt to defeat Cao Cao. At the Battle of Yiling, he allied with Cao Cao to kill Liu Bei's general and bloodbrother, Guan Yu.

He was decisive and was said to be a competent leader. At a meeting with his army commanders before the Battle of Red Wall, he rallied the fighting spirit of his men by instantly calling for a war against Cao Cao. He then suddenly cut a nearby table in two and said he would do the same to anyone who disagreed with his decisions in the future.

2. Lu Xun

The young **Lu Xun** led the army which captured Guan Yu at Chingchou. When Liu Bei raised an army to seek revenge for this, **Lu Xun** first extended the battle to exhaust the Shu army's rice supplies, and then attacked, forcing Liu Bei to retreat. For this, **Lu Xun** received a special promotion.

3. Zhou Yu

Sun Ce and **Zhou Yu** laid the foundation for the Wu Kingdom. After Sun Ce was assassinated, **Zhou Yu** supported Sun Ce's younger brother Sun Quan and helped extend the Wu Kingdom's power. When attacked by Cao Cao at the Battle of Red Wall, **Zhou Yu** persuaded Sun Quan to fight, and, together with Zhuge Liang, put together the plan to send Cao Cao's men to a watery grave.

4. Gan Ning

Gan Ning was a general in Sun Quan's army, famous for his seamanship. He was commander-in-chief of the Wu Kingdom's naval force, the most powerful navy of the period.
Shortly before the Battle of the Red Wall, he led an amphibious attack that destroyed the combined naval forces of the Xiahou Mao and Zhang Yun.

5. Taishi Ci

Taishi Ci and Sun Ce first met as enemies when **Taishi Ci** served Liu Yao. Sun Ce admired the way in which **Taishi Ci** battled, and ordered his generals to capture Taishi Ci and offer him employment in the service of the Wu Kingdom. **Taishi Ci** served his new master for many years before he was killed by the enemy, caught in a trap and shot to death by arrows.

The Kingdom of Shu

1. Liu Bei

Liu Bei, a descendant of the Han line, established the Shu Kingdom and become its first emperor. In his early years he earned a living by selling straw

sandals and by weaving mats.

When the Yellow Turban Rebellion broke out he decided to raise an army in order to bring peace to the empire. It was then that he took the "Peach Garden Oath", with Guan Yu and Zhang Fei. For a long time **Liu Bei** wandered the country participating in various battles and experiencing occasional defeats.

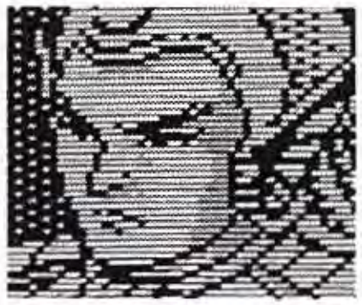
In 207 A.D., **Liu Bei** met Zhuge Liang. With Zhuge Liang's help, **Liu Bei** won the Battle of Red Wall, seized the Shu district and gradually spread his territory. When Guan Yu was assassinated by Sun Quan, **Liu Bei** sought revenge, but was defeated in the Battle of Yiling, and died soon after.

2. Zhuge Liang

Known as "the Sleeping Dragon," **Zhuge Liang** was recommended to Liu Bei by Xu Shu. Liu Bei visited **Zhuge Liang's** cottage three times in order to win his help. On the last visit **Zhuge Liang** was so impressed with Liu Bei's persistence that he decided to join him.

Zhuge Liang masterminded many victory's as a minister under Liu Bei. After Liu Bei's death, he managed the Shu Kingdom for Liu Bei's incompetent son. **Zhuge Liang** is considered to have been one of the most able commanders in Chinese history.

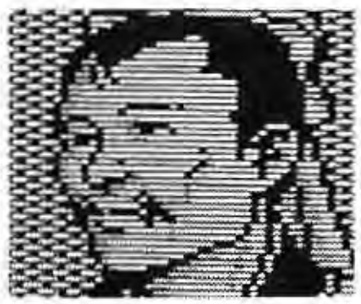
3. **Zhao Yun**



Zhao Yun first served Gongsun Zan in the fight to quell the Yellow Turban Rebellion. Later, he became Liu Bei's advisor. **Zhao Yun** was best known for his courage. Once, when Cao Cao was attacking Changpan, he fought with Liu Bei's baby son tucked under his robe. Upon his return, Liu Bei said to him: "I can have more babies, but I may never

have such a great captain as you," and for emphasis threw the baby aside. Liu Bei's remark so moved **Zhao Yun** that he replied: "Were I ground to powder I could not prove my gratitude."

4. Pang Tong



Said to have been as intelligent as Zhuge Liang, **Pang Tong** was called the "Phoenix Fledgling." He was responsible for Cao Cao's defeat at the Battle of Red Wall when he managed to convince Cao Cao that tying all his ships together with iron chains would allow them to navigate rough waters better.

5. Guan Yu

Guan Yu was more than six and a half feet tall. Famous in battle for his sword named "the Black Dragon", and his long beard, **Guan Yu** was considered one of the five most powerful leaders of the Shu Kingdom and was often referred to as "the Duke with the Beautiful Beard."

When Liu Bei raised an army to oppose the Yellow Turban Rebellion, Guan swore an oath of brotherhood with Liu Bei and Zhang Fei. All three honored the oath and were as devoted to each other as real brothers.

6. Zhang Fei

Zhang Fei is best known for having sworn brotherhood to Liu Bei and Guan Yu in the "Peach Garden Oath." He stood six feet three inches tall, had a pointed chin, a tiger's mustache, and a voice that is said to have sounded like thunder. When Liu Bei fled at the Battle of Ch'angan, he held off Cao Cao's pursuing army with only 20 men.

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- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
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If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio-TV Interference Problems.* This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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